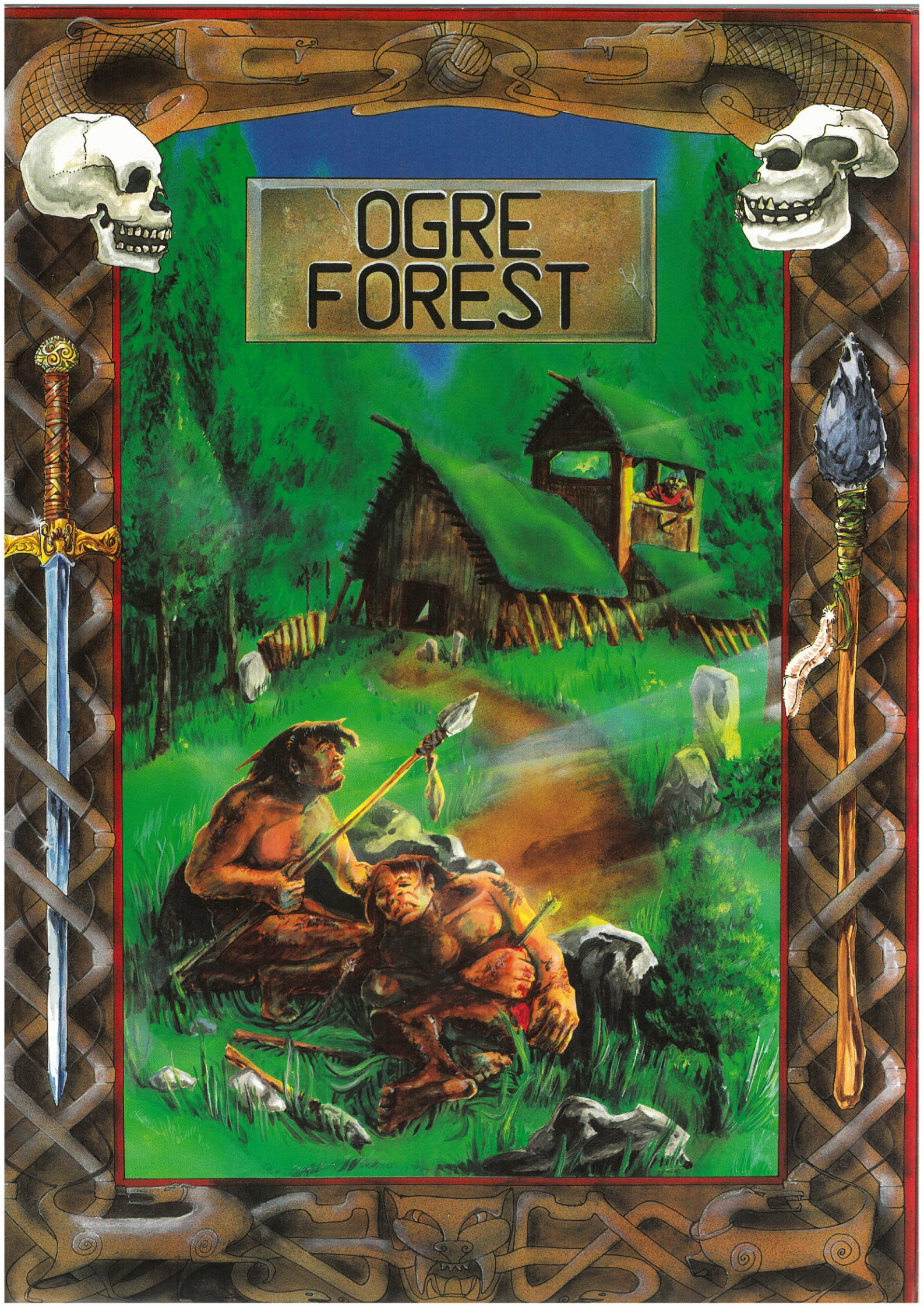
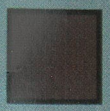
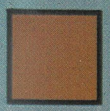

OGRE
FOREST

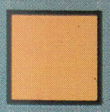
N
W
E
S
1
1a
1b
2
2a
3
4
4a
5
5a
6
6a
7
8
8a
8b
9
9a
10
11
12
12a
13
13a
1 cm = 10 meters

W
N
E
S
1
2
1
1
3
Ogre settlement
Grood's house
Kidnappers' house
1 cm = 200 meters

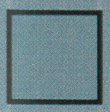
Mapkey

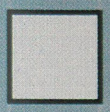

Wooden wall

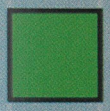

Wooden furniture

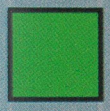

Wooden surface

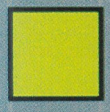
Stone wall

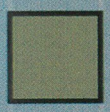

Stone furniture


Stone surface


Tree foliage

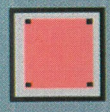

Bush foliage


Grass surface


Earthen surface

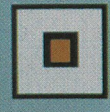
No surface

Bunk bed

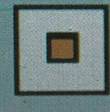

Canopy bed

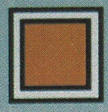
Bed

Double bed

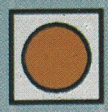

Armchair

Bar stool


Chair



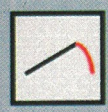
Table


Round table

Door w/bar

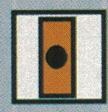
Door w/bolt

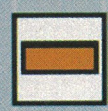
Destroyed door

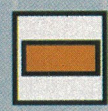

Door w/lock

Reinforced door

Double doors


Latrine


Bench


Workbench

Shelf

Cupboard

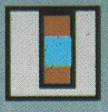
Corner cupboard

Fireplace

Round fireplace

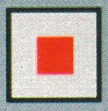
Corner fireplace

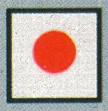
Bucket


Glass window

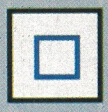
Window w/shutters

Window


Trap


Secret door

Point of intrest


Trapdoor in ceiling

Bush

Tree

Lying barrel

Standing barrel

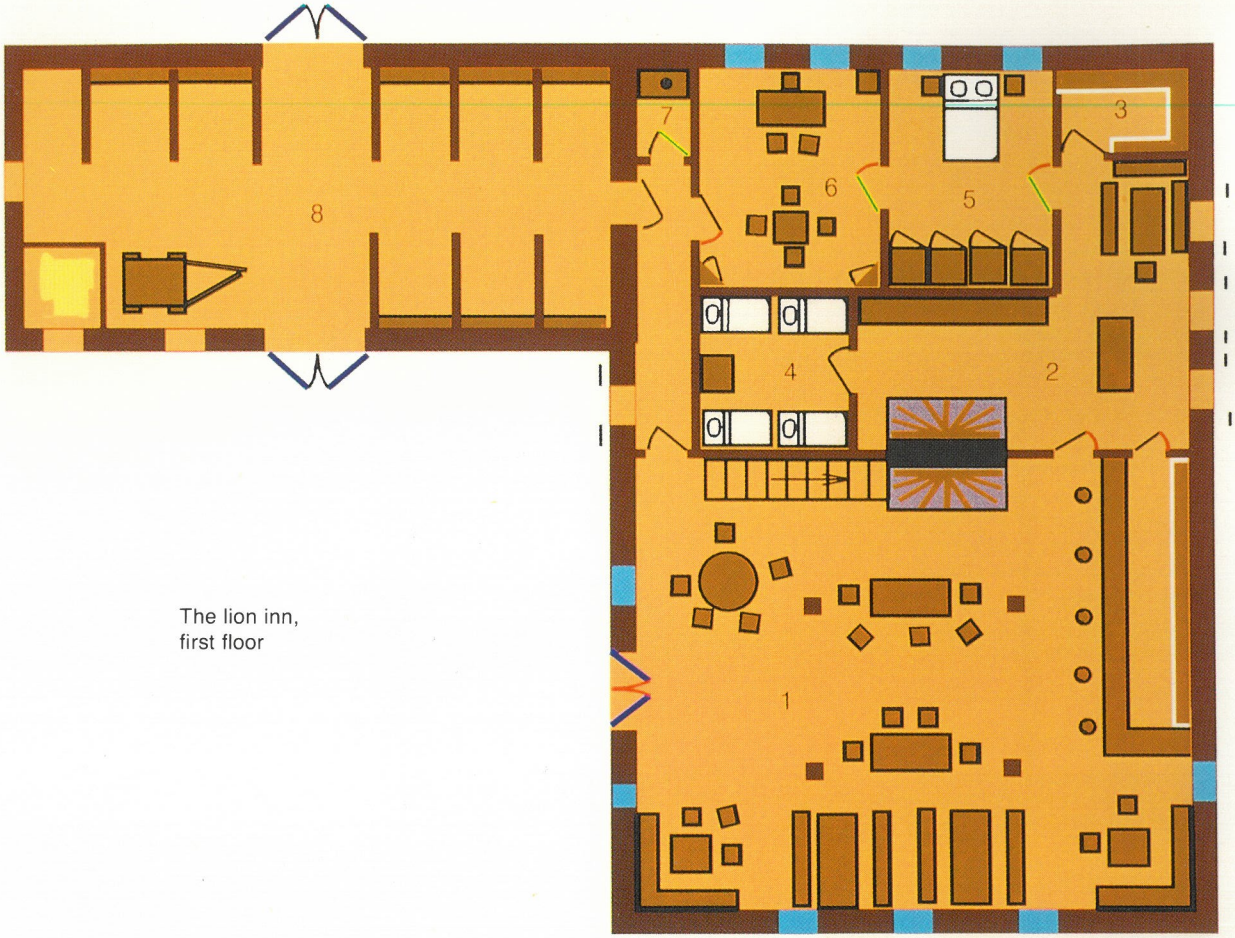
Railing

Ladder

Hay

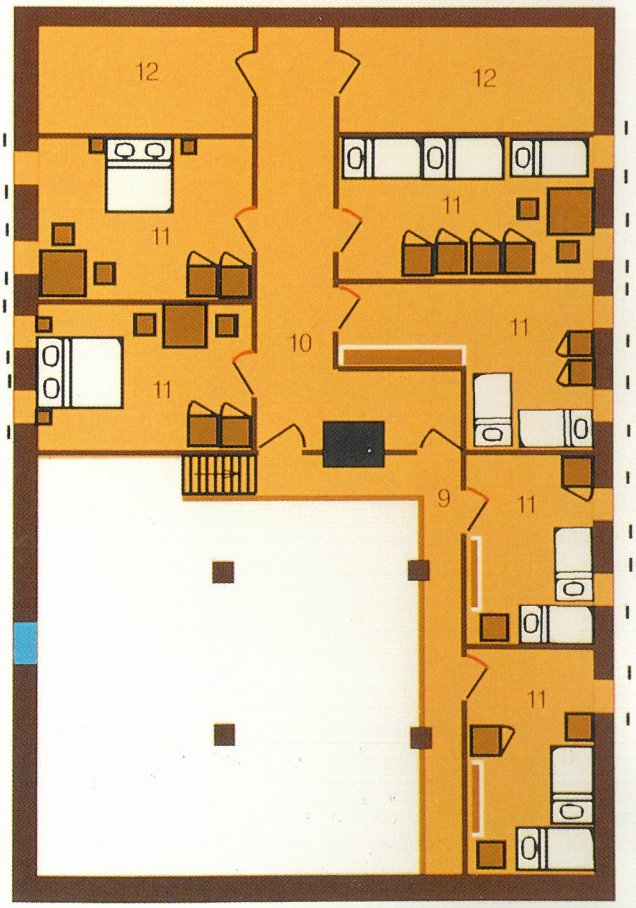
Wagon

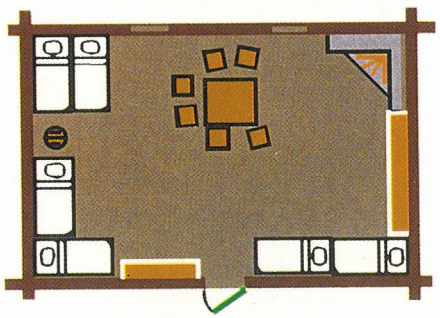
Staircase,
arrow pointing up



The lion inn,
first floor

The lion inn,
second floor





The mountain cottage

1 cm = 2 meters

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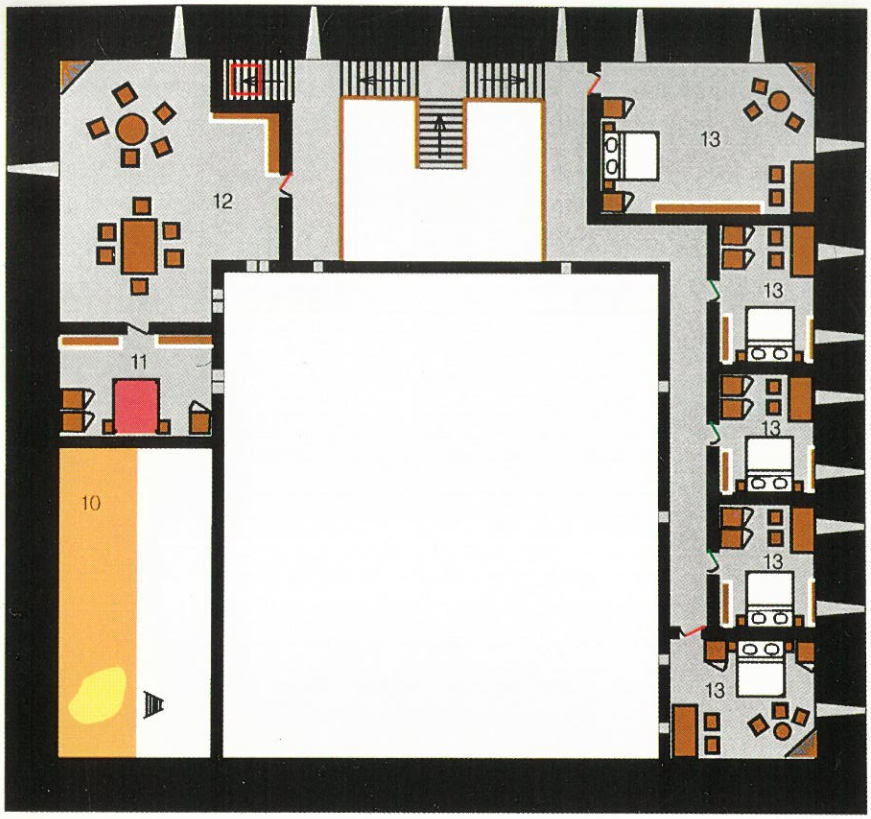
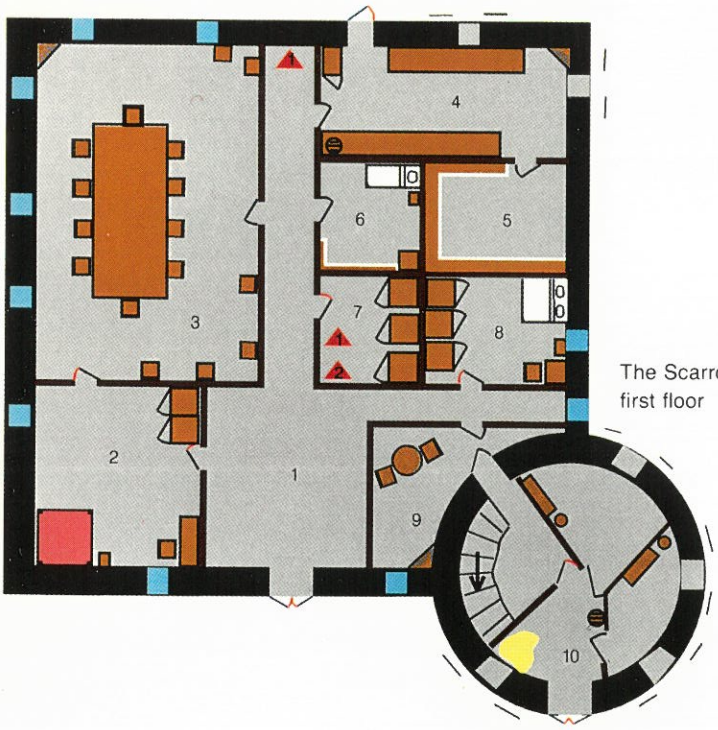
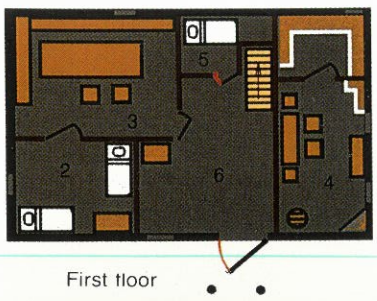


Twain Alderyn's residence,
second floor

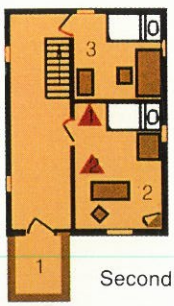


The Scarrow residence,
first floor

The Scarrow residence,
tower

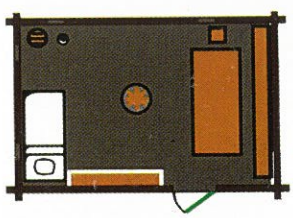


First floor



Second floor

The kidnappers' house



First floor

Hayloft

Grood's house

1 cm = 3 meters

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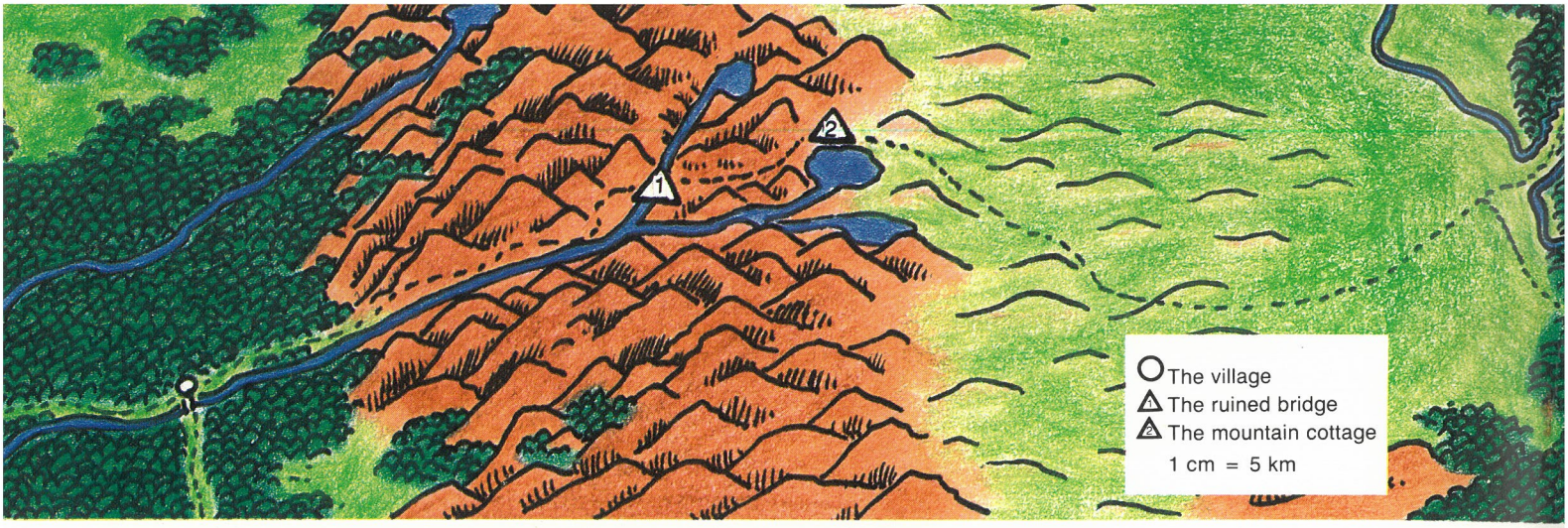
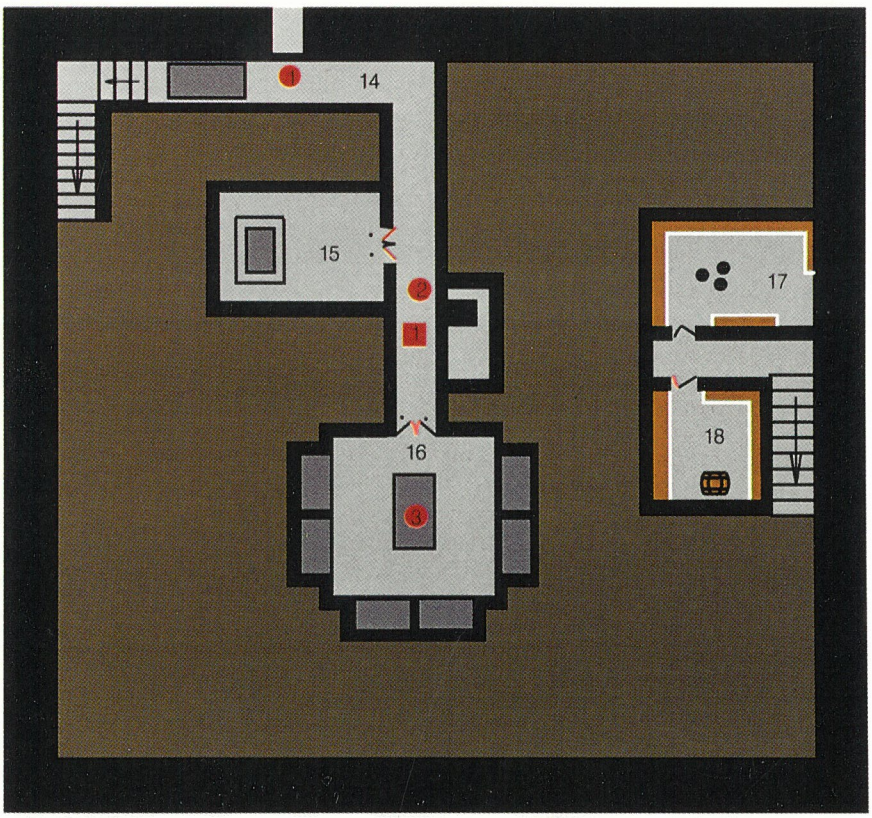
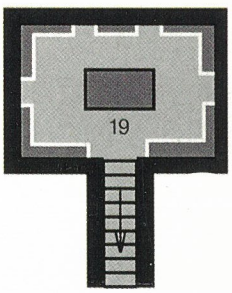
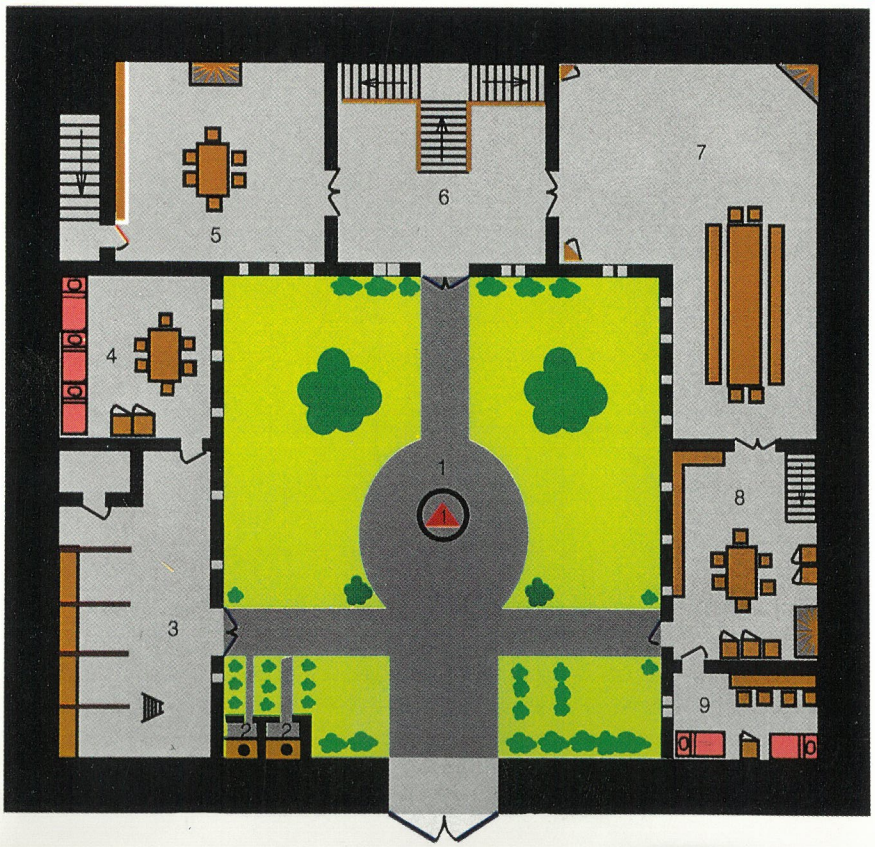




Twain Alderyn's residence,
cellar



Twain Alderyn's residence,
treasure room



Twain Alderyn's residence,
first floor

1 cm = 10 meters

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by

Isy Allon – All
Ben Brakas – Return of Twain Alderyn, Special Encounters
Petter Bøchmann – Ogre Forest
Atle Rinvold – Ogre Forest

Cover Art
Artyfax

Internal Art
Petter Bøchmann, Jørgen Bøchmann and Rune Isene

Exterior Maps
Petter Bøchmann and Rune Isene

Interior Maps
Matthew Liste

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SW1Y 5BN

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Preface

This module is designed to give starting adventures for inexperienced players, characters and GM's. These ready to play adventures are useful when a GM plays the MEGA system for the first time. The GM should concentrate on getting used to the system when playing this module. The module contains two adventures, The return of Twain Alderyn and Ogre forest. They may be used as two different adventures or they may be linked together.

All maps, outdoor and indoor, are shown on the cover and a separate sheet. The outdoor maps are designed to fit easily into an existing world or campaign. If the adventures for some reason do not fit into a GM's world, they should be freely modified.

A good GM should be able to make even more out of the adventures than what is already provided. Special intrigues in the village, interesting encounters, etc., will give the players more ot deal with. Many such additions could be made as a direct consequence of the PC's actions.

In the future, the village could be made a centre for the PC's adventuring.

Anyway, good luck and play well!

The return of Twain Alderyn

History

About 150 years ago Lenhard Alderyn fled his homeland after supporting the wrong side in a political struggle. He barely escaped, with his wife, two servants and part of the family treasures. After a long journey he decided to settle in this uninhabited place. He had become somewhat paranoid after his defeat and here nobody was likely to have heard of him or even his country. After building a house like a fortress, he more or less settled down to contemplate his days of former glory as an important member of the nobility.

The family did not prove to be very prolific, neither did the following generations show much inclination to achieve anything. As time passed, most of the treasure was sold to cover the family's high standard of living. After 139 years Twain Alderyn, the last of the family, Caught a disease and died in his bed. By then all of the treasure except for a single necklace of jade was gone and it was seven years since the last of the servants left. When his death was discovered, all valuables were stolen except for the furniture which was too cumbersome compared to its value. The cellar, which can be reacherd from the drawing room, was left untouched for fear of traps.

A year later two men, brave - or stupid - enough to enter the cellar, were crushed beneath the huge stone block in the corridor.

Only two days ago another man braved the cellar and broke into the temple. Taking a dagger from the altar, he was mortally wounded by the trap. He managed to stagger out to the bridge before collapsing. His right hand is clenched around the scabbard of the dagger he found in the temple. He has a purse containing 9sp and 17cp. In his belt there is a knife and a light mace.

All the windows are removed and sold. The only locked door in the building is the one to the burial chamber. The man lying by the bridge left a trail of blood from the temple to his present position.

Twain Alderyn

When he died, Twain was unable to leave the house. He was a very religious man, and his body was not buried. If the remains of his body were to be buried in accordance with his religion, he would be able to leave. This is his main concern. While he is still around, he will try to give them the necklace from the secret vault in return.

Twain was greatly distressed when the house was robbed the first time, but got some satisfaction from seeing the next two robbers crushed to death. After having kept vigil for three years, his god/goddess granted him knowledge of the spell telekinesis. Twain currently has a Willpower of 17, a total of 42 in telekinesis with a fatigue increase of 0.9. The spell has a range of 0. This means that he actually has to enter the object he wishes to move.

Unless Twain is somehow convinced that the characters are going to give him a proper burial, he will try anything to stop or at least damage them. If the characters should avoid springing the trap in the cellar, Twain will do it himself when one or more of the characters are standing in front of the darts.

Notes for the GM

You should choose a location for this house at least a couple of hours travel from the nearest settlement. There will probably be rumors about the ghost-ridden house. An appropriate deity should also be chosen for the house of Alderyn. The temple and the burial chamber should be described according to this. This will also affect the behaviour of Twain Alderyn. Whatever religion chosen, he should be played so as to scare and inconvenience any intruder.

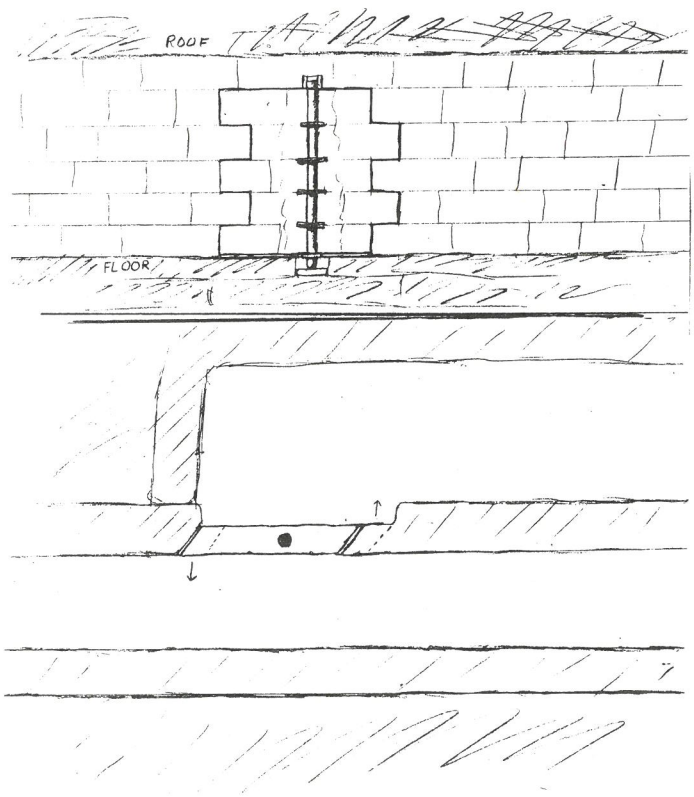
Description of the house

1. Garden.
The grass is full of weeds, the bushes have not been trimmed for a long time and the gravel is partially overgrown.
⚠ There is a statue of a nude woman standing in the middle of the fountain. The fountain is dry and the left arm of the statue has fallen off.
2. Outhouse.
3. Stable.
The small room in the northwestern corner was used to store grain, but is long since empty. Saddles, bridles and the like were stored between the stalls and the grain. These have of course been stolen like all the other easily carried valuables.
4. Male servants quarters.
5. Drawing room.
6. Entry hall.
7. Hall.
8. Kitchen.
There are some old and mostly broken kitcen utensils in this room.
9. Female servants quarters.
10. Hayloft.
The hay is not suitable as fodder any more.
11. Bedroom.
This was the bedroom of the head of the family. The bed contains the skeleton of Twain Alderyn. Twain hiself usually stays here during the nights to guard the remains of his body. If anyone tries to abuse the old bones, Twain will do everything within his telekinetic powers to stop it. The bedclothes have not been stolen. They are now badly rotten.
12. Living room.
13. Bedroom.
14. Corridor.
The stone on the floor is half a meter thick and weighs 4 tons. On the western side of the stone two legs are sticking out and on the eastern side two arms protrude. The limbs belong to the two thieves who sprung the trap and were crushed by the stone. This may look like one person, 3 meters long, has been crushed. Beneath the stone are two purses with a total of 15sp and 23cp, two daggers, a longsword, a chain hood and two chan hauberks of Size 9.

The weapons and armor are rusted and broken and virtually worthless. Apart from this only bones and tatters of cloth remain.

The door to room 16 is locked.

⊙ This secret door leads to a tunnel which ends in a trapdoor covered by grass some 100-200 meters from the house. The tunnel is just earth shored up by wooden posts. The wood is partially rotten and a cave-in may result from careless movement.



② This secret door is identical to the one above.
⊡ The trigger requires a pressure of about 20kg to activate the trap.

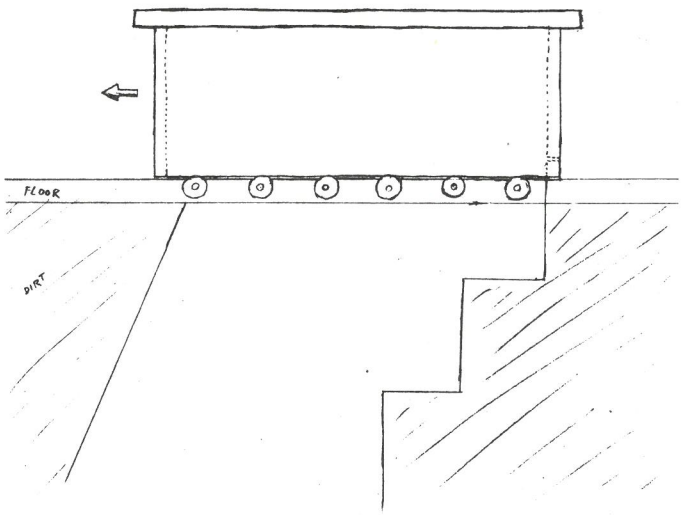
15. Temple.
A bloodcovered spear protrudes from the altar. In front of the altar lies a beautiful knife with silver ornaments (worth 35sp). The walls and the altar are covered with religious reliefs.

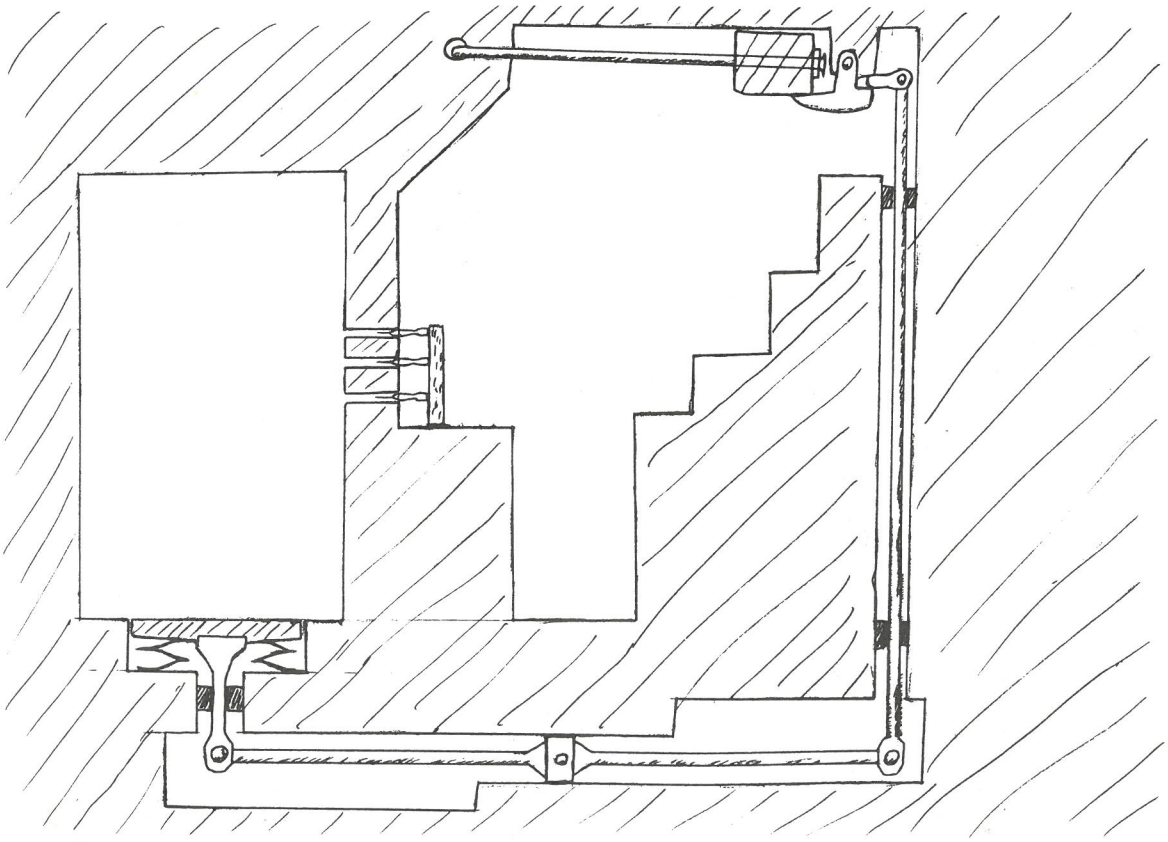
16. Burial chamber.
The crypts lie in three rows. The ones along the east wall are empty. There are no valuables in the occupied crypts, only dust and skeletons.
③ The sides of the altar are covered with carvings. The eyes of one of the demon faces have to be pushed to release the locking device.

17. Pantry.
There is no food left here.

18. Wine cellar.
There is some spoiled beer in one of the casks.

19. Treasure chamber.
The only treasure left is a jade amulet resembling an elephant (worth 100sp).





Ogre forest

Scarrow valley

Scarrow valley is a rather small village in a mountain region. The inhabitants live as peasants, hunters, fishermen or by trading various goods. A trade route passes through the village from the south to the east. Most merchants stop at the village inn on their journey through the valley. The inhabitants have learned to be friendly and hospitable towards strangers. Some people, however, are not so kind and sociable, as you will probably notice.

The first to settle in the valley was a man named Art Scarrow, an ancestor of Sigroo Scarrow. Once the Scarrow family owned the whole valley, but as time passed and the family diminished they had to sell much of their land. today only three true Scarrows are left in the village, Sigroo, Cheree and Alan. Sigroo Scarrow is still the dominant figure in the valley and he owns most of the land surrounding the village. He tries to rule the people with a firm grip, but most of the inhabitants are antagonistic towards him. He is a man of wealth and greed and he is anything but kind. Fortunately for the village people, Sigroo stays in his house most of the time.

The village

On the village map you will see that all residences have a number, while stables, barns, outhouses etc., are marked with an attached letter. A building numbered 4a would for instance be a stable. All buildings except for 6 (Sigroo Scarrow's house) are made of wood. The inhabitants are described under the building they live or work in. Their ages are marked in parantheses.

1. Metry's house - one story with a loft.

Here Al Metry (40) lives with his wife, Leia (36), and three children (15, 14 and 3). They are mainly peasants, although Al sometimes buys some items from passing traders and sells them with some profit. Their relationship with Sigroo Scarrow is tense, as the Metry family owns more land in the valley than any other, except for Sigroo. They are very sociable to strangers.

1a. The barn - one story with a hayloft.

1b. Outhouse.

2. Chaco Calvary's house - one story.

The house has a flat thatched roof.

Chaco Calvary is a former adventurer. He is 35 years old, has short dark hair and brown eyes. He is a rough looking man with a little scar visible on his left chin. Due to a fight he had in his earlier days, Chaco is permanently disabled in his right leg. He limps. Chaco hunts for a living, and he is probably the best hunter in the village in spite of his limping. He knows the valley and the woods around the village as well as his own hand. During his many years of adventuring, Chaco has learned to handle his sword. When trouble arises in the village, he is the local law enforcer. He loves the valley, the village and the people. He is friendly towards strangers, but keeps to himself most of the time.

2a. Outhouse.

3. Tardo's house - one story with a loft.

The Tardo family is Mallyn (52), Aina (48) and their four children (20, 16, 14 and 13). Mallyn Tardo works as a tanner and a tailor in the village. Mallyn has a skill of 14 in tanning and 19 in tailoring, while Aina has a tailoring skill of 16. The price of their work is standard.

4. The smith and carpenter - one story with a loft.

Fred Marty is the village smith. He does all the metalwork needed to be done in the valley. Fred's smithing skill is 21 and his finesmithing skill is 14. Fred is married to Eyleen and they have two sons (21 and 10).

Ton, the eldest son, works as a carpenter. Together with his father they make a lot of tools, such as axes, saws and ploughs to mention a few. Ton has a skill of 15 in carpentry. He is married to Cithen. They all live together in the same house.

4a. Outhouse.

4b. Smithy.

5. The grocer.

Waldan Chimbeldan (52) is the village grocer. He deals in all kind of merchandise from food and clothes to weapons and tools. His prices are approximately the same as those in the standard equipment lists. Waldan is a retired adventurer who settled down in the village ten years ago. He bought the house with the money he earned from an adventure north of the valley. Waldan is a tough looking individual and very firm with his prices. Despite his rough appearance, he has a lot of charisma and is quite convincing.

5a. Outhouse.

6. The Scarrow residence.

In this house live Sigroo Scarrow (50) and his lovely daughter, Cheree (20). Sigroo was once married, but his wife died some 5 years ago. Sigroo, Cheree and their butler, Gregor (58), live alone in the big house, but occasionally rich merchants or other important people are invited. Sigroo is a heavily built man with grey hair and blue eyes. He is always staring and he looks quite unpleasant. When it comes to human relations, Sigroo is very egocentric, being the first to grab and the last ot give. He is the richest man in the village, but he is never satisfied with his situation. He always wants more - more land, more money and morepower. He is used to exploiting people to get what he wants. The village inhabitants avoid him if possible and he is not trusted by any of the people who really know him.

As already mentioned, Sigroo's daugther, Cheree, is a lovely woman. She has long blond hair, bright blue eyes and she has a perfectly shaped body and face. She is very nice and kind to everyone. One would think that her father would have influenced her to become unbearable, but actually she is a strongminded woman and has managed to stay unaffected. She is quite the opposite of Sigroo.

Gregor, the butler, has stayed with Sigroo for the last 5 years. He shows pride in working for Sigroo and he is the only person who is loyal to him.

Description of the residence

1. Hall.

The hall is dark when all the doors are closed. Gregor usually carries and oil lamp when he opens the front door, even if it is bright daylight outside. At the end of the hall stands and old suit of scale mail Size 9 (175cm) (1).

2. Sigroo's room.

The room is nicely decorated with furniture, drapes, rugs and bedsheets of high quality. The two cupboards contain clothes for different occasions. Their total value is 100sp. Under the bed in a locked metal box Sigroo keeps most of his valuables. The box contains 7gp, 128sp, 83cp and various jewelry worth 650sp.

3. Dining hall.
The room is well decorated and the furniture is of very good quality. There are four paintings on the walls. One is of the residence in nice colors at sunrise. It is worth about 200sp. Another painting shows the village and is worth about 150sp. The last two paintings are portraits of Sigroo and Cheree. They are both worth approximately 150sp.

All visitors will be shown into this large room. They will be told to sit down and wait for Sigroo, if he is not already sitting in his "throne" chair at the end of the table.

4. Kitchen.
5. Storage room.
6. Gregor's room.
7. Armory.
The two triangles represent two full armor suits, one of soft leather Size 8 (170cm) and the other of hard leather with cuir-boullie cuirass Size 8 (170cm). Various weapons are hung up inside the cupboards. These are: One battle axe, one longsword, one shortsword, one heavy mace, one longbow (40£), one light crossbow (100£) and three knives. They are all of good quality, ranging from 30 to 35.
8. Cheree's room.
The cupboards contain a lot of fine clothes with a total value of 200sp.
9. Living room.
The fur on the floor is from a bear.
10. Stable.
There is room for three horses in the stable. Sigroo's horse is totally black, while Cheree's horse is a dappled grey. Gregor owns a brown and white horse. A water barrel is placed at the centre of the room.
11. Office and library.
Sigroo often uses this room when reading books or writing letters. In the drawers of both desks are various writing equipment, such as pens, ind, sand and papaer. On the shelves there are many books, twelwe in all. Most of the books are about economics ant trading. The GM should decide what the books contain, and how much the characters will benefit if they were ever to read them.

6a. Outhouse.
7. The Lion Inn.
The village inn is run by Nygar Ardo (58) and his wife, Sinaia (49). They have no children, but they have two employees, a cook and a stable boy. Malisa (29) does most of the cookery, while Anton (21) takes care of the horses. Nygar is a fat, but nice looking man. He has short, dark hair and brown eyes. He is always smiling and laughing, and he loves jokes and gook jumor. Nygar knows many legends of old times, of brave heroes, dangerous monsters and great battles. He occasionally tells such tales to interested cutomers.

Sinaia is very much like her husband. She loves the company of others, and she is always in a good mood. Although she has lived a hard life in the valley, she looks younger than her age.

All merchants who travel through this village stop at this inn. In times of good trade as many as 15 people stay here. Some merchants prefer not to sleep at the inn, but only drop by for a meal. In the nights most of the male inhabitants of the village gather at the Lion Inn. They drink and eat, tell jokes, sing and brag about their great deeds.

The GM must decide which of the inhabitants are present at times. Sigroo Scarrow never comes to the inn. He does not like the noise and the people do not like him either. The atmosphere of the inn is usually marked by high spirits and cheerfulness. There are seldom fights and when someone starts to make trouble, Chaco Calvary is called for. He is able to calm down nearly any troublemaker.

The quality and prices at the Lion Inn are average. Just use the standard equipment lists for the cost of various services.

The name of the Lion originates from an old legend. The legend tells of Lantar, a strong man who many years ago lived in this valley. One day when he was out fishing in the creek, he was attacked by a huge cave lion from the mountains. Lantar managed to kill the lion with his bare hands. Unfortunately he was mortally wounded and died shortly after. He is said to be buried right below the inn.

The Lion Inn description

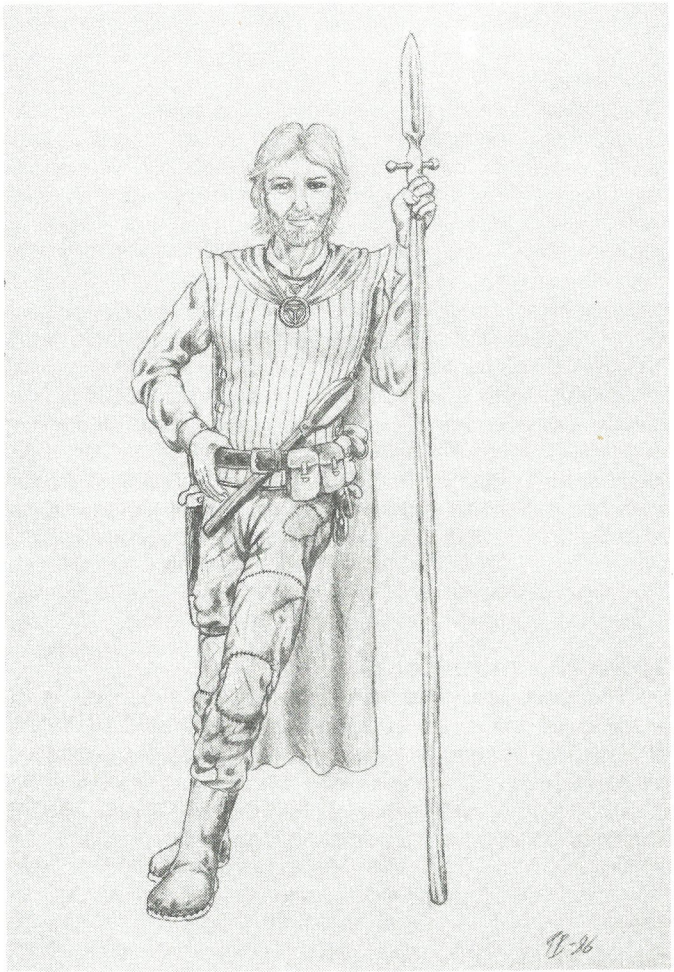
1. Main room.
2. Kitchen.
3. Storage room.
4. Bedroom.
Only Malisa lives here now since she is the only employee working in the kitchen.
5. Bedroom.
This is Nygar and Sinaia's bedroom. The cupboards contain many clothes for all sorts of occasions. Their total value is about 100sp.
6. Office.
Nygar uses this room when he works, writing letters and keeping the accounts. When the inn is closed, all the money from the sales is kept in a locked drawer in Nygar's desk. It will be 1d4gp, 5d10+20sp and 5d10+50cp.
7. Toilet.
This toilet is both for the staff and the public.
8. Stable.
Most of the hay is kept on the hayloft, but some of it is in the fenced corner of the stable. Anton, the stable boy, sleeps in the hayloft.
9. Shared rooms.
Beds in these rooms are for hire at the price of 5cp per night.
10. Double rooms.
These rooms cost 15cp per night.
11. Storage rooms.
Various furniture, bedsheets etc. are stored here.

8. Hallon's house.
Here live Gart (37) and Alda (28) with their four children (10, 8, 7 and 1).

Gart is the village doctor. He deals with wounded, sick and even poisoned people. He has a medical lore of 16, a disease lore of 12 and a poison lore of 10.

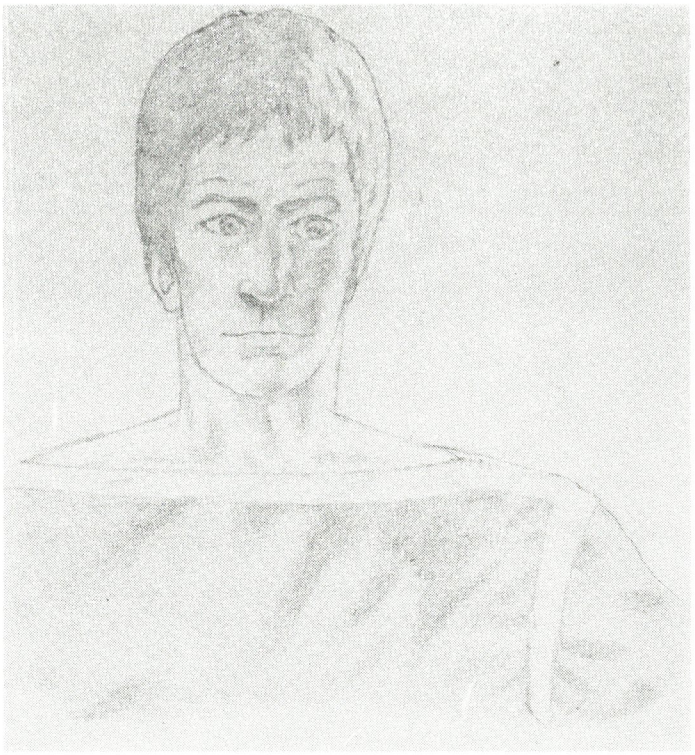
Alda usually plays the flute at the inn for the tips only. She is a skilled musician with a play flute skill of 19.

8a. Storage house.
8b. Outhouse.
9. Learach's house.
The Learach family consists of Troy (41), Ildy (38) and their three children (20, 10 and 9). Troy is a good hunter and sometimes he hunts together with Chaco.
9a. Orchald Learach's house.
Troy and Ildy's first son, Orchald (20), lives here with his wife Fenia (19). They have one daughter (1). Orchald spends most of his time out hunting with his father.



10. Alan and Ina Scarrow's house.
Alan (32) is a distant relative to Sigroo Scarrow. He is a renowned gemcutter, jeweller and glassblower. He deals in all sorts of jewelry and glassware. His wife, Ina (33), helps him out whenever she has the time. They have two children (8 and 6).
11. The Sage's house.
Renac Tin-Vardy (72) is the village sage. He knows a lot about plants and animals as well as some alchemy. He is able to make some potions, fatigue restoring, healing and attribute increasing. Renac is a wise old man with grey hair and beard. He is not very sociable as he is always studying books and doing his experiments. The inhabitants think of him as an eccentric.

His apprentice, Ken Swarn (22), is Renac's only trusted friend. He helps him out with his houseword in exchange for his masters wisdom.



12. Pendrin's house.
Elayon (37), Alisha (29) and their three children (13, 12 and 11) live on this small farm assisted by two servants. Their land is owned by Sigroo, and they have ot supply him with all the food he demands in order to stay. They have had many disputes with their stubborn lanowner and they try to avoid him as much as possible.

Their servants are Acor (48) and Mia (18). Acor works outdoors while Mia gives Alisha a hand in the house.
12a. The barn.
12b. Storage house and outhouse.

Sigroo's situation

Three days ago some strangers came to the village. They came in the night and were dressed all in black. When Sigroo and Cheree were walking home from a visit to the Pendrins they came towards them. First they asked Sigroo for his money, but he carried none. Then they grabbed his daughter, pushed Sigroo to the ground and ran away with her. Sigroo had no chance against the four kidnappers and there was no one around to help him. If anyone had seen it, they would probably have ignored the scene anyway even though it was his daughter they took and not him.

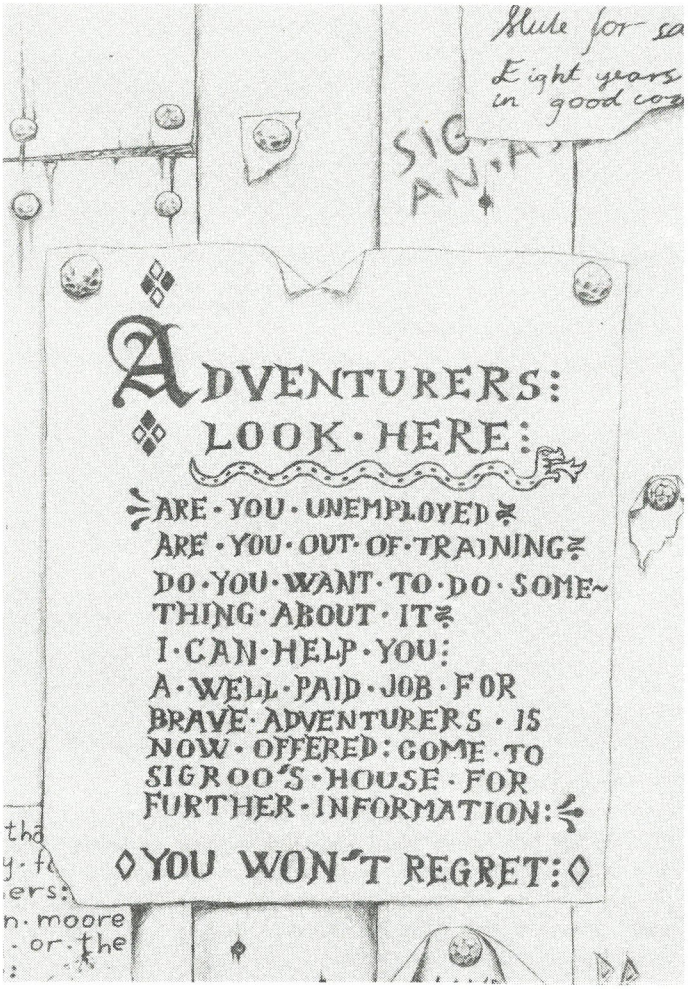
Later that night a village boy came to see Sigroo with a little note. It reads: Pay a ransom of 1000 silver pieces or you will never again see your daughter alive. Place the money under the big oak outside Ogre forest within one week, or else...

Sigroo was totally broken by the kidnapping of Cheree, but he was even more shocked by the huge ransom.

Sigroo put up a notice at the inn early the next day.

No one has yet responded to the notice either because they dislike and distrust Sigroo or because thev are not interested in risking their lives.

If the characters ask anyone at the inn about the notice no one will give them further information. They hardly even mention Sigroo and talking about him will give the village a bad reputation. Remember that the characters will have great difficulties in obtining any information about Sigroo or his mission. They will most probably have to pay Sigroo a visit to find out more than what is already written on the notice.



The meeting with Sigroo

At the Scarrow residence the characters will be met by Sigroo's butler after knocking on the door. He carries an oil lamp and asks what they want. If they refer to the notice, they are welcome, but if they do not the door will be slammed in their faces.

Once inside Gregor shows the characters to the dining hall where Sigroo is sitting. He is reading a letter and lifts his head when they enter. Gregor explains that they have seen the notice. He then leaves the room.

Sigroo asks for the characters' names without introducing himself. He starts an inquiry about how they think they can get his dayghter back, about their prior experience and their combat skills. Sigroo will accept the characters no matter what since they are his only chance of rescuing his daughter. He knows one thing for sure, he will not pay the ransom of 1000sp to get Cheree back.

Sigroo will tell the characters the whole story about the assault and that he will reward them highly if they get his daughter safely hame. He says he does not know anything about the four men, but that they probably are somewhere in or around Ogre forest. He will give the characters a map that shows the characters how to get there.

The journey to Ogre forest

Up the mountains

The journey to Ogre forest takes four days on foot. Due to difficult terrain and narrow paths the characters cannot travel by horse to the forest. The GM should use the ordinary encounter tables on the way. There is only one path through the mountains. It runs along the steep mountain sides being only two meters broad on average. Here and there are bridges made of wood and ropes. Close to the top of the mountains is a broken bridge. It is a standard suspension bridge where one of the ropes that tie the planks has snapped. The broken bridge will carry only 2d10 + 60kg.

The mountain cottage

There is a cottage at the top of the mountain pass. It has been empty for many years and is now only used by people travelling through the pass. When the characters arrive at the cottage, they will see smoke emerging from the chimney. A horse is tied outside.

An old trapper is currently staying in the cottage. Olmar (51) is a little grey haired and bearded man. He is dirty looking and he wears worn leather clothes. His senses are sharp and the GM must make an Awareness roll of 40 or more for Olmar to detect the characters if they move normally rowards the cottage. Decrease this difficulty level if the horse is scared of annoyed.

If Olmar detects the approaching characters he will stand with his spear ready when they open the door. If he is unaware he will jump up from where he sits, grab his weapon and stand ready to fight all in a couple of seconds. If a character makes any sudden moves towards him he will attack. He will fight so as to engage only two opponents at one time. If the characters act friendly toward Olmar, he will still be suspicious for some time, but he will invite them to eat with him. If he likes the characters he will stay with them during the night. If not, he will leave.

Olmar brags a lot about his marvellous deeds and he exaggerates even more. He also likes to listen to others bragging. Olmar is poor when it comes to money as he seldom needs silver or gold out in the wilderness. His dearest property is his horse, his bow and his spear. If asked to join the characters, Olmar will say that he has other things to catch up with.

Down the mountains

The path down the north side of the mountain is not as steep as the south side. In the middle of the path not far down the mountain side there is a huge stone blocking the way through. There is no way around it so the characters have ot climb it with a roll of 15 up and 12 down on the other side. The stone is four meters high.

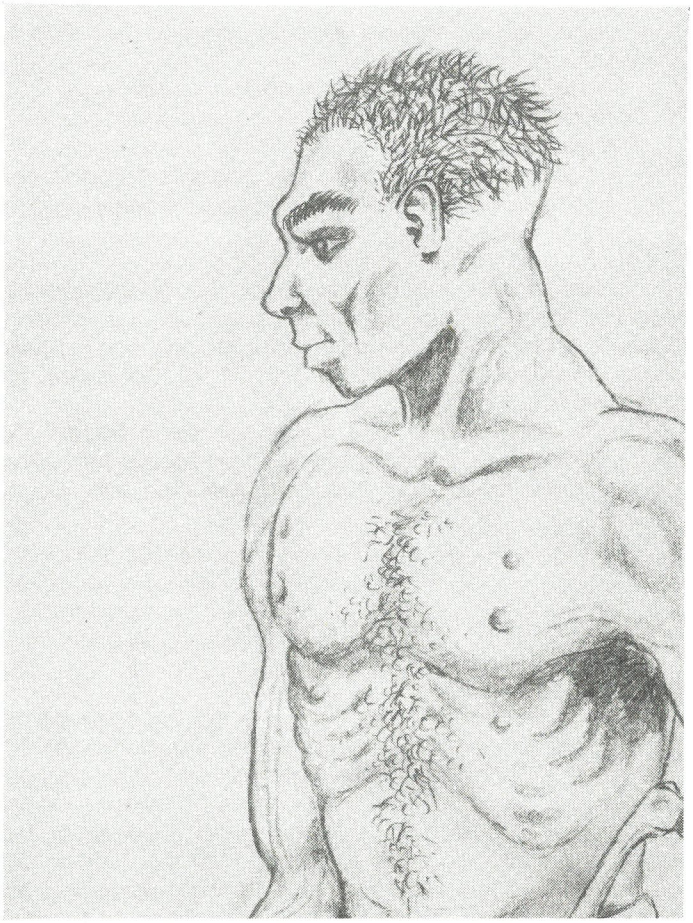
Ogre forest

Suddenly as the characters approach their destination and they reach the top of a hill, Ogre forest will appear in front of them. It reaches out as far as the eye can see in all directions. The forest is quite dense and it consists mostly of old oaks and beeches. The road passes right through the forest, but since it has not been in regular use for years it is overgrown by grass and small bushes.

At the edge where the road enters the forest stands a huge old oak. This place has often been used as a camp and there are old fireplaces with firewood and ashes.

The forest is gloomy and eery as only some light penetrates the dense treetops. It is very difficult to walk beyond the paths due to much undergrowth.

It is called Ogre forest for one obvious reason: Ogres live here. When checking for encounters within the forest, increase the chance by 1 in the same way as for roads. The increase will result in a higher chance of an ogre encounter.



The ogres in the forest will be unfriendly to any trespassers. They will not attack unless their lairs are approached. If provoked, the ogres will of course engage the characters in melee. The reason why the ogres are so unfriendly to strangers is because four men (guess who!) living in the forest are exterminating ogres at every opportunity. A burnt child dreads the fire.

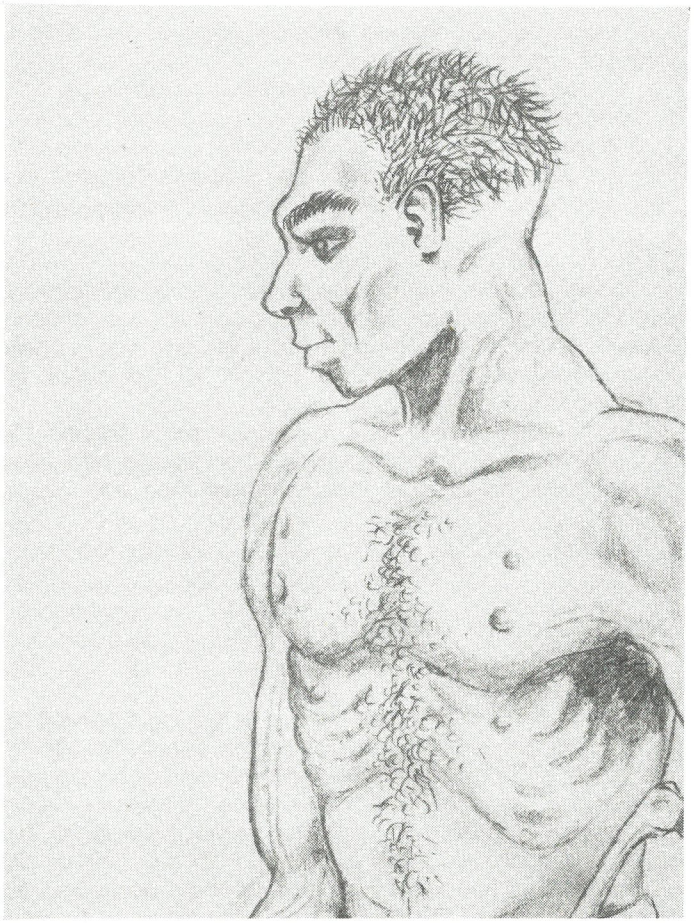
The wounded ogre

If the characters travel on the road a couple of hundred meters into the forest, some weak moaning will be heard. At their left hand side behind a tree lies an ogre boy, Ahr (14). There is no one else around. He is wounded by an arrow or bolt which has penetrated his right shoulder. He has got 10 hitpoints of damage being on 8 hitpoints in the arm. Ahr is tired due to the blood loss and he is very hungry. If the characters decide to help him with first aid and by feeding him, he will be very grateful. Ahr will lead the characters to his home 2km further into the forest an 2km straight off from the road to the north. Ahr can not talk any understandable language, but he will use sign language to make the characters follow him.

They will arrive at a clearing with a small hill in front of them. Three cave entrances lead into the hill. Inside, the caves are small and there is barely room for the 25 ogres living here. The adult ogres are working outside preparing skins and cooking while the ogre children are playing. When Ahr and the characters arrive, the ogres will become silent and the males will grab for their spears. Ahr will walk hastily foreward and explain what happened.

The characters will notice that Ahr talks to an old ogre whose expression softens as the boy tells about the characters rescue. When Ahr is finished, the old one walks slowly towards them, grinning. He presents himself by pointing at his chest and saying ''Shagg'' and stutters a ''thanks'' in the characters language. He has about 3 in this language and his accent is very heavy. He asks who they are and also what they are doing here. The characters must speak slowly to him so he can understand. If they tell him that thay are after the four men, he will be glad to assist them as far as he can and dares. He will show them where the men are living and will help the characters with food and cover. He will, however, not aid in combat as he is afraid of what he calls the ''great witch doctor''.

Shagg says that one of the four men is truly dangerous. He posesses a ''god's gift''. He tells of all the times ogres have approached the men's house and have experienced the ''wizard's'' immense power. They can see something shooting forth from his body and hitting them one at a time. It is a small flash of light and it hurts. Another has a large crossbow while the last two have spears and short swords, but they are not that dangerous. The ogres hare the four men as many of the ogres have been killed by their arrows, just for fun and to kill time.



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If the characters do not tell of their mission, the ogres will not mention the four slaughterers as they will reather not think of their murdered friends. The ogres will be friendly anyway.

If the characters do not help the ogres, the ogres will treat them as any other trespassers and attack if they encounter any ogre lair.

The kidnappers

Whenever the characters approach the house, one of the four men is sitting on guard on the balcony. He will be entitled to a standard Awareness roll to detect the characters. The difficulty level will depend upon the characters position and noise level, whether they are moving quietly of hiding and if it is day or night.

The GM must decide where the other three men are, considering the time of the day and other circumstances.

They get their food by fishing, trapping and gathering plants. Occasionally, their leader, Mercatar, is out hunting rabbits and other small game with his crossbow. He is very lazy and hunts only when other methods for getting food have failed. During the day Mercatar is usually on guard on the balcony, while Tonomba-Huk, their magician, is usually in his room reading. The last two stay in or near the house most of the time.

If the characters manage to rescue Cheree, she will of course be very surprised. She will hesitate, but be very happy to follow the characters if they explain who they are.

The kidnappers' house, description

1. Hall.
2. Bedroom.
Arvy and Strick sleep in this room. They reep their money in pouches under their pillows. Arvy has 8sp and 4cp and Strick has only 2sp and 14cp.
3. Dining room.
4. Storage room.
This room is converted into a small prison to keep Cheree captive.
5. Kitchen.
The kitchen is very messy. Garbage and food lies all over the place and it smells of old food.

A water barrel is located in the south west corner.
6. Storage room.
7. Mercatar's room.
In a locked drawer in the desk, Mercatar has 1gp, 6sp and 15cp as well as a bracelet worth 25sp.
8. Tonomba-Huk's room.
On the desk is paper, ink and pens worth 5sp.

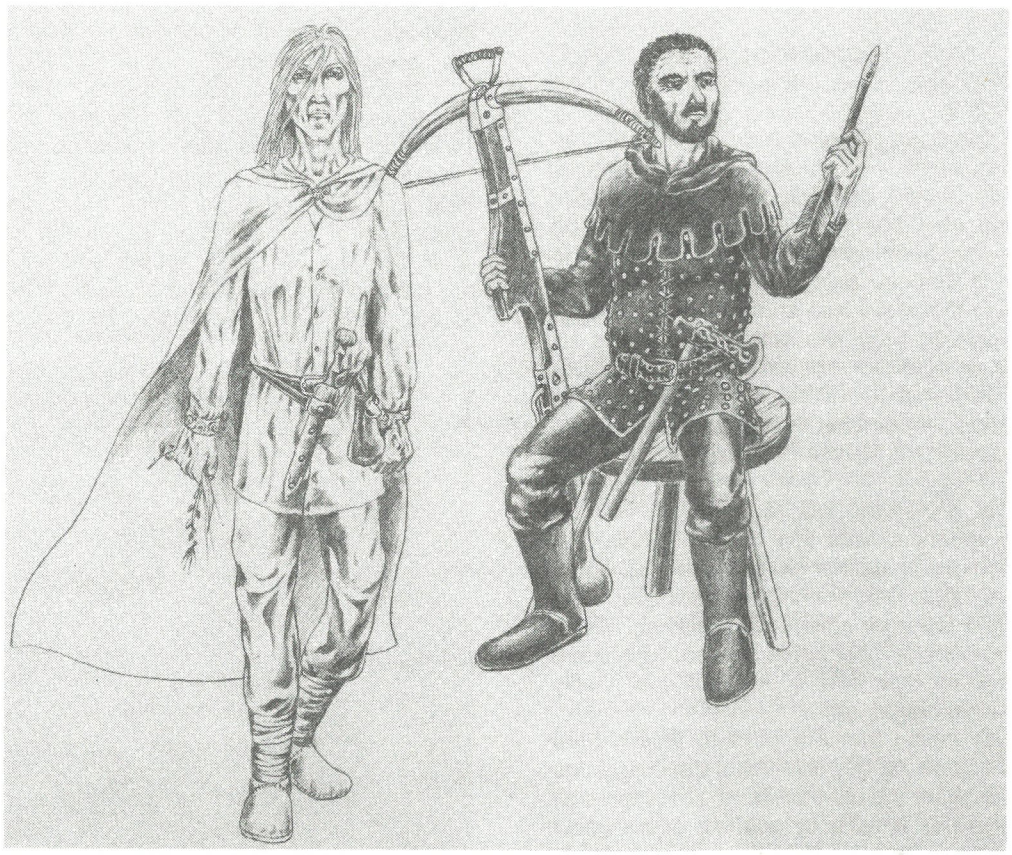
In one of the drawers there are two books about magic. The first book will give two increase rolls in the range of 2-8 with a THN of 70. The other book will give one increase roll in the range of 5-10 with a THN of 80. The books are worth about 120sp.

In the other drawer there are various herbs, stones and strange powders in small containers. These special items have no real value for any but magicians and then only 5sp at the most.
9. Balcony.

Description of the kidnappers

Mercatar

This is the leader of the gang. He has short black hair, brown eyes and wears black clothes finer than the others'. The others accept him as their leader because of his strength and weapon skill. He keeps a firm grip on the others except for Tonomba-Huk. Mercatar is a true sadist. He loves to see others and especially ogres in pain. During the days he sits on the balcony and waits for ogres to shoot down with his crossbow. If any of the characters get captured by the four kidnappers, Mercatar will practive his torturing skill on them. He will try to squeeze the characters for all the information about who they are, how many and what they are doing in Ogre forest. Thereafter, Mercatar will regularly torture the characters just for fun until they die or get rescued by the remaining characters (if any). Mercatar will try to flee if two or three of his friends are dead.



Tonomba-Huk

This is the magician of the group. Due to Tonomba-Huk's magic the ogres have not attacked the house and killed the four men. The ogres are afraid of his mystic energy shooting forth from his fingertip.

Tonomba-Huk is an albino. He has white hair and he wears white byt dirty claothes. He seldom speaks, only when it is absolutely necessary. His face shows no expressions, he never smiles, laughs or cries. In combat the magician will use one energy bolt, wait for the enemy's reaction and then engage in a melee with his short sword.

He will try to flee if Mercatar is killed.

Arvy and Strick

These two brothers have been outlaws all their lives. It is a wonder that they have not yet been caught of killed. Somehow the two brothers have always managed to stay protected by other bacdits that they associate with. One year ago Arvy and Strick met Mercatar and from that time thay have been his servants. The two brothers are simple minded. They trust only their chief even though they have deep respect for their magician. They will try to flee if Mercatar and Tonomba-Huk are dead.

Grood, the old ogre

Grood is an old solitary ogre who lives in a small hut in Ogre forest. He is 40 years old and he has been in the forest for 20 years. Grood is an experienced hunter and tracker. He usually hunts only small game like rabbits, small deer and birds. He has a strong hatred for goblins and he dislikes humans. His relation to other ogres is neutral. Grood likes to keep to himself and his own way of living. Anything or anyone interfering with this is brutally wiped away. He will attack any man who enters his premises.

If the characters encounter Grood, he will try to scare them off and if they do not go away, he will attack without further warning. Other ogres friendly to the characters will advise them to avoid the old ogre's hut.

In the north east corner of the hut there are a water barrel and a bucket. On the shelf to the left of the door is a goblin skull.

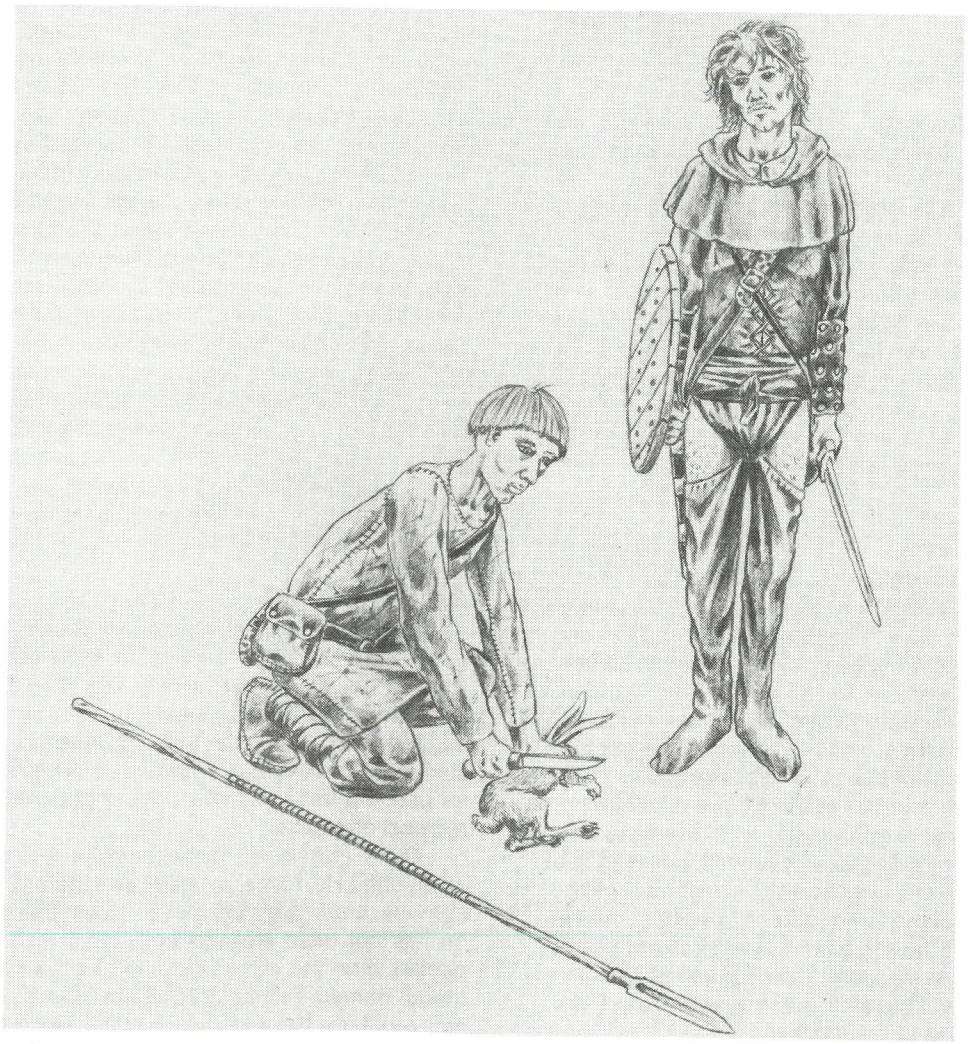
The journey back to Scarrow Valley

Use the normal encounter tables when the characters travel back to the village. A description of the road will be found under the heading ''The journey to Ogre forest''.

The confrontation with Sigroo

When the characters return to Sigroo there are of course two possibilities: Success of failure. They may return with Cheree or not. If the characters are empty handed, they will of course get no money and Sigroo will be furious, probably kicking the characters out of his house.

If they return with Cheree, Sigroo will be very happy and embrace his beloved daughter in joy. However, he will try to find an obvious reason to deny them the money they rightly deserve. The GM should twist his/her imagination to find such an explanation.



Special encounters

We have included here five special encounters for the GM to put into his or her world. They can be used as random entries to fill out the campaign.

The ambush

This encounter should be applied behind the turn of a road in a dense forest. A man will suddenly appear in the front of the characters. He is standing in the middle of the road looking very relaxed. His name is Dorain Fachil (24) and he will attempt to rob the characters for some of their money. He wears fancy clothes and he has weapons of good quality.

Dorain will stand with his sword hilted and demand the characters to stop. He will then ask for a reasonable taxation for each character that wants to pass. This should be in the range of 2-5sp per character. Dorain is in no way rude. He asks politely for the money or, he says, the characters will be shot by his friends hiding in the woods. He points at three crossbows visible in the nearby bushes. Since the forest here is very dense, the characters can not see that the crossbows are not manned. Dorain has beforehand place the loaded crossbows in the bushes and visible to his victims. If the characters do not give him any money even after a lot of pressure, he will walk or run away into the bushes, grabbing a crossbow on his way. He will do this since there is no real power behind his words.

Dorain carries on him 9sp and 3cp as well as a ring worth 15sp.

A quarrel at an inn

The GM could use this encounter at an inn to stir up some trouble.

Morbash Milly (38) is a tough troublemaker. He will noisely enter the inn and demand a beer. He will throw the money across the barcounter and walk towards anyone he can easily annoy and harass. Morbash will then start and argument with this person solely to start a fight and beat him up. He will start the fight as soon as he has a reasonable excuse for it. When Morbash runs out of arguments, he turns to his bokily strength. He will try to get some allies and turn the whole inn into an arena of chaos where everybody beat up everybody, but Morbash comes out on the top.

A lady and her Killer

This encounter may be used in almost any terrain at any time during the day. A lady is sitting beside a campfire eating. Her name is Anira Vandy (22). She has long dark hair and wears a green blouse, a short green skirt and leather shoes. A dagger is hilted at her left side, as she is left handed, while a bow and a quiver with arrows lie at her her side. Anira is nice looking as well as being a very positive person. Her life is devoted to adventures and the wilderness. The GM should supply her with a solid reason for her adventuring, such as searching for one in her family, cult missions etc. A couple of years ago Anira found a wounded piglet in the woods. She brought it up and trained it to do various tricks. She called it Killer to balance the cute expression on his face. Killer is now a full y grown boar but is totally obedient to Anira. Killer is trained to do many things such as fetching items, attacking, lie prone and stay put. He will protect her with his own life if Anira was to be attacked.

When the characters encounter her eating by the campfite, she will elegantly get up and ask who they are. She will present herself and call for Killer, who is behind her in some nearby bushes. The boar will run forward and stand by Anira's right side. He does not look by far as frightening as his name, but he is powerful enough once he gets angry. Anira will present her pet and ask the characters if they want to join her to eat. She likes to tell and listen to stories and especially those which might aid her. If asked to join the characters, she will do so if it is of any value to her purposes.

In combat Anira will order Killer to attack the opponent eith the least damaging weapon.

Monster of the deep

Deep down in a forest far away from any human influence is a large pond. The forest is dark and the water is black in the night. Veils of mist drift slowly across its surface reflecting the blue moonlight. Only the sound of an owl or other night creature penetrates the soft whistling of the winds.

In the depths of this scary place lives Chamax, a solitary lizard man. He settled down in the large pond some five years ago as he wanted a peaceful and quiet place untouched by human hands. Occasionally, he realizes that it is perhaps too lonely out here in the forest. Only now and then someone passes by and then he has a chance for a bit of company. Even as solitary as Chamax may be, he would never move to another place. He loves the nature, the beauty and the water too much. He would probably not find another pond that has a small cave with and underwater entrance. The cave is filled with air and Chamax sleeps there and uses it for storing his valuables. These are by the way a bastard sword, a large kite shield, a heavy mace, a dagger, one silver piece and 13cp. He wears a silver plated bracelet worth 25sp.

Chamax knows much about the forest he lives in, about hidden treasures, dangerous creatures of forgotten places and deadly spots. If encountered by the characters, he might give them some information in exchange for fancy items. Chamax will usually sneak up on any encounters, such as the characters, when they do not have their weapons ready. It could be during the night or even when they are taking a bath. He attacks first because he does not want to risk them attacking before he can say anuthing. He usually carries only the knife and sometines also the heavy mace. He only uses the sword and the shield when he is going to combat.

An item less?

There are skilled thieves in many large cities of most fantasy worlds. People living in slum quarters often have to steal to get their food. In this way they improve their stealth skills and then they are able to steal even more. Slum kids begin taking food and end up stealing real valuable items such as clothes and even weapons. This encounter is intended for use in a large city when the characters are moving through a crowd of people.

Stein (16) is an ordinary slum kid with a good portion of stealth. He loves to steal and puts a great deal of pride into his craft. He has never been caught, mostly because he has not been stealing from other than drunks or wounded people. For the time being he has a large debt to an old friend named Fichar (27). Stein has borrowed money from him regularly the past two months since the stealing has not

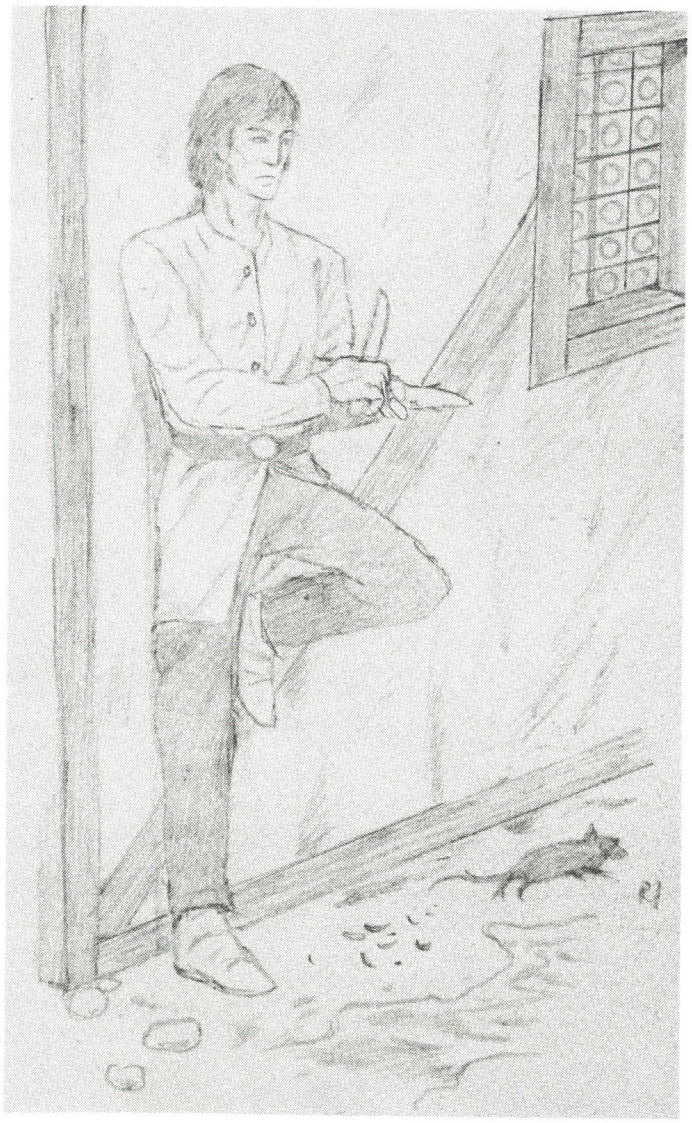
gone too well. Now Fichar wants his money back with interest. To cover the debt, Stein has to steal something of real value, such as a weapon. He knows this is somewhat above his level of skill, but it is the only solution.

He approaches one of the characters, steals a weapon, preferably a valuable knife, shortsword or another item of some value. He hides it under his clothes and tries to get away with it. If the characters grab him in the act or even later, Stein will first try to deny it and say it was a misunderstanding of some sort. This is of course useless if he is caught while stealing the item. If the characters threaten to bring him to jail or to punnish him in any other way, he will do anything to avoid it. He will say that he can serve the characters for any time to make up for the "damage". If they accept this offer, he will stay loyal only until he finds a suitable moment to run away with an item to clear his debt. He will tell nothing about his money problems since he is actually loyal towards Fichar.

Epilogue

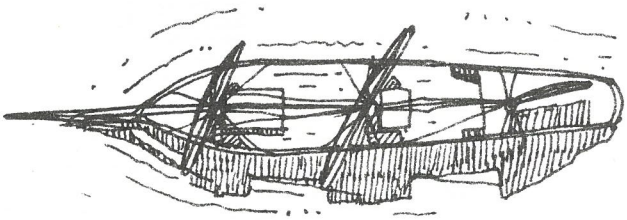
We hope that this module has served its purpose, namaly to act as an introduction to role-playing and the MEGA system.

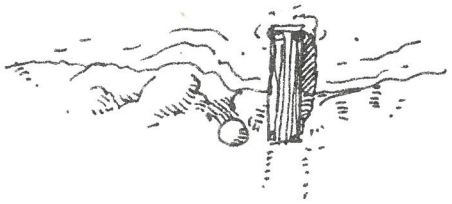
Look out for new modules to be published for the MEGA Role-Playing System, Fantasy Edition. They will all be made with the same (or better) high quality maps.

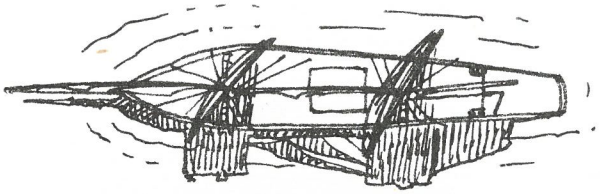


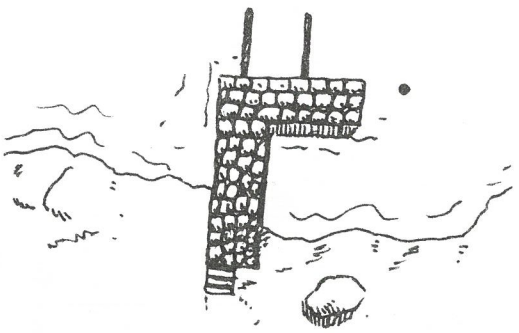
Attributes \ NPC	Chaco Calvary	Sigroo Scarrow	Cheree Scarrow	Ahr	Grood	Mercalar	Tnomba-Huk	Arvy	Strick	Dorain Fachil	Morbash Milly	Anira Vandy	Shamax	Stein
Height	180	170	168	180	200	174	176	175	170	174	180	165	195	165
Weight	90	75	55	90	140	78	68	70	64	65	95	55	114	58
Size	9	9	7	9	12	9	8	8	8	8	10	7	11	8
Strength	24	10	7	30	50	18	10	14	12	12	20	10	36	10
Endurance	22	7	12	20	30	12	10	14	14	14	12	14	24	14
Coordination	18	10	12	12	25	12	12	12	12	14	10	12	16	16
Willpower	16	12	14	14	16	14	14	10	10	12	12	10	18	12
Awareness	20	10	10	14	20	14	12	10	12	16	8	12	16	16
Animal Lore	10	4	2	6	12	4	4					6	8	
Animal Training	4			4	8							10		
Climbing	8			10	10	8	6	8		8		6		12
Cookery			14									8		
Dodge	12			8	16	12	8	6	6	10	6	6	10	12
Hide	20			14	20	14	8	10	12	12		10	16	16
Language, own	19	20	18	8	8	14	16	10	10	14		12	10	8
Literacy	2	18	14			2	8							
Magic Lore							14							
Medical Lore	10	8			10	4	10			6		4	12	
Melee Weapon	16			8	20	16	10	12	10	10		10	18	8
Missile Weapon	26[1]					18[2]				14[2]				
Move Quietly	24		8	14	24	16	10	8	10	10		12	14	14
Pick Pockets														18
Plant Lore	6	4	2	6	8		8					2	4	
Riding	12	10	12			10	8	8	8	10	6	6		
Sleight of Hand														8
Social Lore		18	12											
Survival Lore	16			12	16	10	8	6	10			8	16	
Swimming	12	10	10	8	12	10	10	14	8	8	8	8	75	14
Throwing weapon				6[3]	14[4]									
Tracking	22			6	16	10						6		
Unarmed	20			10	14	14	8	8	8	8	14		14	6
Willpower Spell							20[5]							
Total							34[5]							
FI							2[5]							

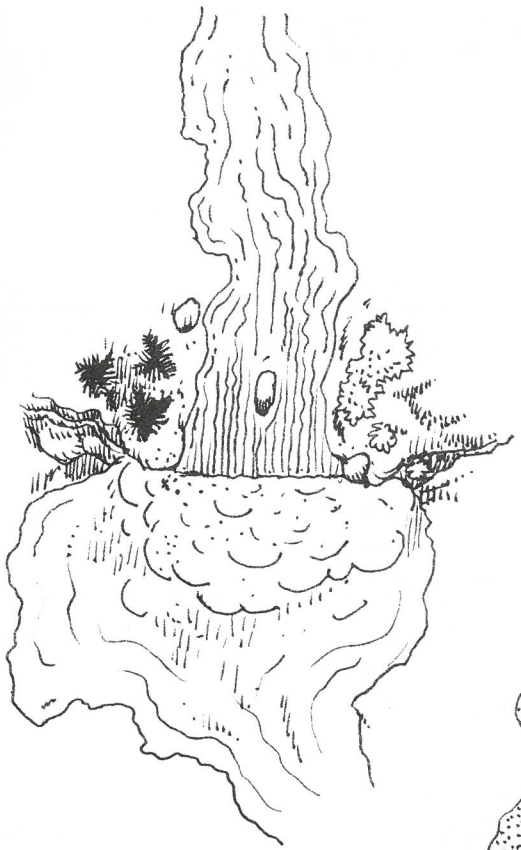
1. Long bow 2. Crossbow 3. Rock 4. Javelin (spear) 5. Energy bolt

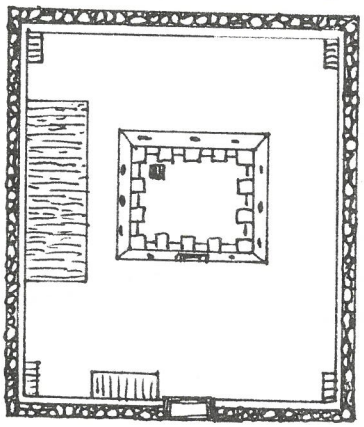


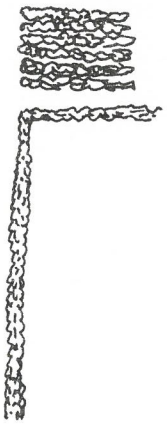












Above you will find a set of map symbols to assist you in the creation of your own maps. They can be easily photocopied, cut-out and stuck down. Watch out for further symbols in our modules, and if demand is high rub-down symbols.

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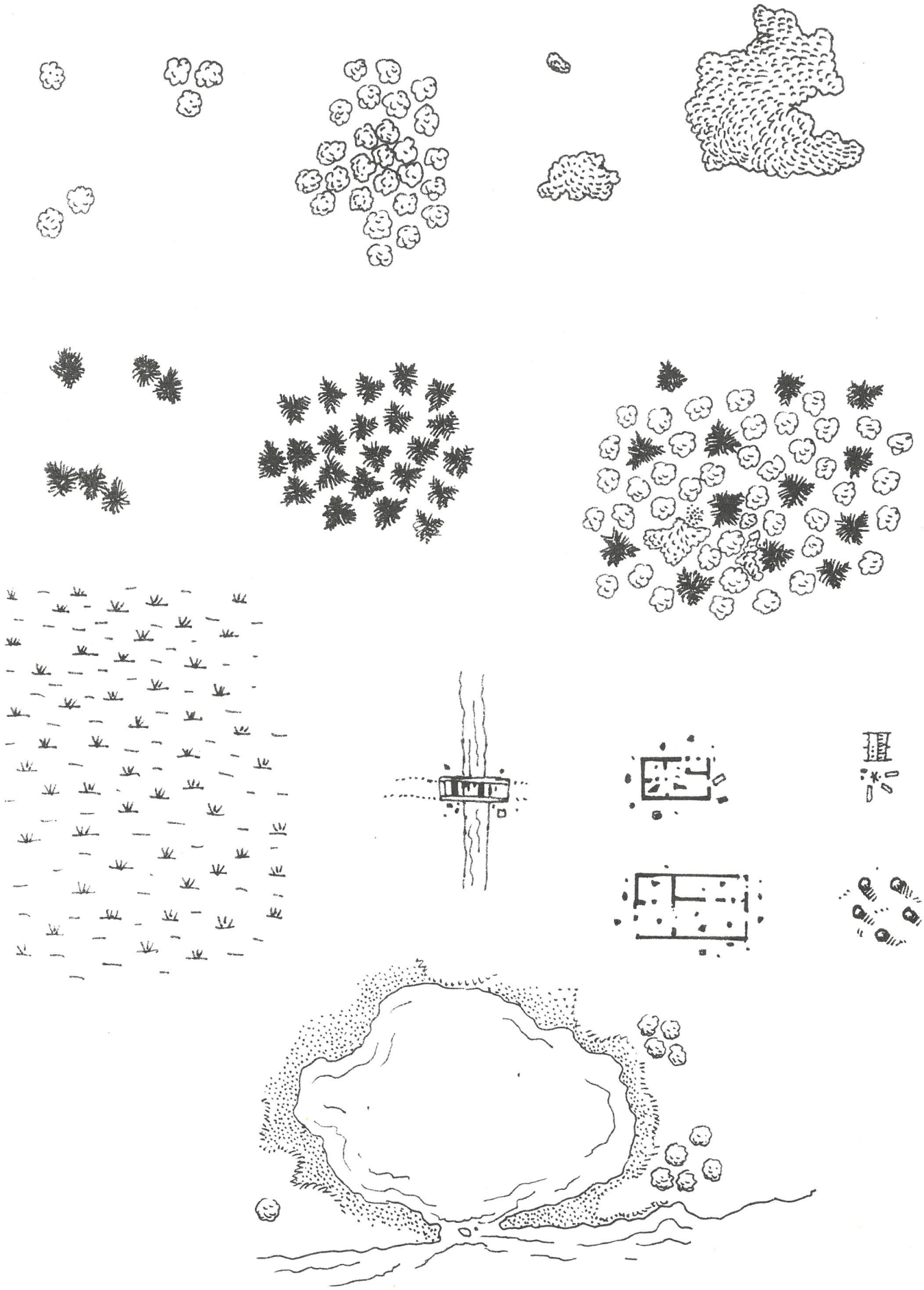

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Ogre Forest

This module is designed to give starting adventures for inexperienced characters, players and GMs. It contains two adventures, Ogre Forest and The Return of Twain Alderyn in addition to five special encounters. It also includes six pages of high quality color maps.

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